Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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Troll Associates
100 Corporate Drive, Mahwah, N.J. 07430

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Troll MICRO

COURSEWARE

USER'S GUIDE

Let's Learn About Money

Troll Micro-Software

Let's Learn About Money
Micro User's Guide

System Requirements

1. Apple IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

Let's Learn About Money is a menu-driven program designed to help students learn how to count money, how to make change, and how to use decimal notation. It also includes a unique shopping simulation.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked for his or her name, and whether sound is desired. Then the Lesson Menu appears.

A Counting Money
B Making Change
C Decimal Notation
D Go Shopping With Exact Change
E Go Shopping and Get Change

To choose a lesson, simply press the letter of that choice and then press Return. The lesson will load and run automatically.

Special Keys

	H	Help
CONTROL	X	Return to Lesson Menu
CONTROL	O	Turn Sound On or Off

The Lessons

Counting Money If this option is chosen from the Lesson Menu, a second menu appears and the student chooses what coins or bills will be counted. The lesson will then load and run automatically. Each lesson is followed by 5-10 exercises reinforcing the concept introduced in the lesson.

Making Change If this option is chosen from the Lesson Menu, the student is asked if decimal notation should or should not be used during the lesson. Then the lesson will load and run automatically. After the lesson, the student completes several practice exercises that involve counting out change.

Decimal Notation If this option is chosen from the Lesson Menu, the lesson will load and run automatically. After the lesson, the student completes 10 practice exercises in which the value of various coins and bills must be entered using decimal notation.

Go Shopping—Exact Change If this option is chosen from the Lesson Menu, a shopping simulation is presented, in which the student goes on a Silly Shopping Spree to buy items using the exact amount of money. A selection of coins and bills is shown, and 4 items are shown, each with a randomly generated price. For each item, the student must decide if there is enough money to make that purchase. (Student will be required to buy all the items he or she can afford.) The student then chooses which item to buy first. If the exact change is not shown, the student uses a change machine to get the exact change, then purchases the item.

Go Shopping—Get Change If this option is chosen from the Lesson Menu, the shopping simulation is similar to the one described above, except that if the exact change is not shown, the student must use some of the money shown to pay for the item, and must calculate the amount of change that will be due. After the change has been shown on the screen, the student must count it and tell if the correct amount of change is shown.